User Manual

Introduction

Thank you for purchasing "Collapse"!

About the game world

A disastrous catastrophe of unknown origin occurred in 2013 in the center of Europe, turning the major part of the continent into an anomalous zone. Millions were killed, even more went missing, and those who survived were unable to explain what happened…

All attempts at studying the anomaly have failed. Various researches have been carried out during the following years, but none of them brought humanity even a bit closer to understanding the nature of the anomaly, or finding ways to deal with the threat… Ten years of calm followed, and then the so-called "First Aggression" broke out – the anomaly started growing at frightening pace, swallowing Europe and letting out thousands of bloodthirsty creatures.

But the chaos did not last long. The creatures seemed to be unable to adapt to Earth's atmosphere, and everything went quiet again…

The appearance of strange beasts bearing striking similarity to humans was the first cause of the quarantine. The anomaly was cut off from the rest of the world by the Death Perimeter – a huge armored wall with minefields and automated turrets circling it. Those who hadn't managed to get out of the quarantined area were left behind this impenetrable wall with no chance of getting out.

Years passed. People left behind the wall began creating camps and small settlements. The ruinous wasteland around the anomaly became known as the Dump, and the central and most dangerous zone was called the Hole.

The first clans began appearing. Their leaders, known as Lords, were the most powerful, respected and influential people of the Dump.

The events of the game take place in 2096, at the peak of the Second Aggression, which all but wiped out almost all the clans. Moreover, an explosion during one of the meetings kills all Lords.

One of the Lords, Rodan, miraculously survives the explosion. He tries to discover who set it up, as well as find out the truth behind his father's death. He doesn't know yet that he is just a pawn in a big game where spiritual values can easily be sold and a man's life costs nothing...

… But life is quite unpredictable. Sometimes a pawn can decide the outcome of the whole game…

Special features of the game

Fierce battles
Fight and defeat incredible bosses using spectacular and effective system of fast-action commands. Finish your enemies with style!

Dynamic fights against several enemies at the same time
Combine your firearms with melee weapons, performing powerful combos with ease. Use your unique energy abilities to transform space and time.

Professionally choreographed moves
There are various ways to deal with enemies at your disposal: dual-wielding swords, one- and two-handers, cluster weapon and a number of firearms. All moves are based on real-world fighting techniques and were captured using professional talent.

Interactive environment
The game features realistic physics seamlessly implemented into the gameplay, with various destructible objects and parts of environment.

Intriguing, immersive story
A highly detailed world where every character has his own skeletons to hide and reasons to fight. Experience a number of unexpected plot twists leading to a surprising conclusion.

Outstanding design
Explore four major settings of the game, from dead towns to the Hole, where reality is intertwined with something alien.

Powerful original soundtrack
In-game music written by NewTone (ex. AXESS DENIED): www.new-tone.eu

Setup

System requirements

Microsoft (R) Windows (R) 2000/XP/Vista
Pentium 4 or Athlon 64 3GHz
1024 MB RAM (2048 MB for Windows Vista)
DirectX (R) 9.0c compatible graphics card with 256 MB of onboard memory (similar to nVidia GeForce 6600)
DirectX (R) compatible sound card
DVD-ROM drive
6 GB of free disc space
Keyboard, mouse (the game supports gamepads)

Installing and launching the game

Insert the game disc into the DVD drive of your PC. If the setup process doesn't start automatically within a minute, you have to start it manually. To do that, double click on "My Computer" icon on your desktop, then double click on the icon of your DVD drive. You should see the contents of the game DVD. Find the file named "setup.exe" and double click on it to start the installation process. Follow the on-screen instructions to install the game.

After the installation process is completed, press the "Launch Game" button. To launch the game the next time, double click on the game icon on your desktop or select the option from the start menu.

Deleting the game

Select Start> Programs> Buka>COLLAPSE> Uninstall, or use the product uninstallation service of your operating system (Windows Add/Remove programs), which is accessible through Control Panel.

Launching and configuring the game

Main menu

Main menu is loaded right after the game is launched. It consists of several options.

You can use your mouse (left click to select), keyboard (directional keys move the cursor, Enter key selects) or gamepad.

New Game

To start a new game, select the "New game" option. You will be presented with a difficulty level selection menu:

The game will start right after you choose your desired difficulty.

Loading a game

To load a saved game, select "Load game". Load menu will open, where you'll need to select a slot to load the game from:

The game is saved automatically upon completion of certain stages. This will be indicated by an on-screen notice.

Settings

After selecting "Settings", you will see the following menu:

Controls

Allows you to customize keyboard configuration, mouse sensitivity and inversion, and gamepad button configuration.

Game

Allows you to enable or disable last checkpoint autoload, subtitles and hints, and to change your difficulty level.

Video

Allows you to change screen resolution, level of detail, texture quality; select fullscreen or windowed mode and change screen contrast (only in fullscreen mode).

Sound

Allows you to customize sound effects, music and speech volume.

Base controls

Key	Action
LMB (left mouse button)	melee hit / fire
RMB (right mouse button)	guard / aim
W	move forward
S	move back
A	move left
D	move right
Space	jump
R	reload
A(Hold)>Space	roll left
D(Hold)>Space	roll right

S(Hold)>Space	roll back
1	select melee weapon
2	select light firearm
3	select heavy firearm
4	select Vacuum energy blow
5	select Crack energy blow
6	select Time Warp energy blow
7	select Phantom energy blow
Tab	select next energy blow
Q	swap melee/firearm
Shift or T	use energy blow
E	use / activate
Ctrl or C	crouch
Enter	open information and resource menu
F	use medkit
Esc	open main menu

*The controls are described in more detail in the "Main character: Rodan" section.

Heads-up display (HUD)

HUD is comprised of icons and figures that are always onscreen during gameplay.

Current weapon and skills

The upper side of the HUD shows the available and selected weapon (to the left) and energy blows (to the right).

In case you don't have a certain weapon, its icon is not shown in the HUD.

The currently selected energy blow is shown as a carriage driving over corresponding icon, as well as a caption with a name of the skill under the icons.

Complex parameter indicator

In the lower left corner of the screen there is a complex indicator of various parameters.

The circle shows all the available energy blows, the currently selected one and the energy currently available for use. If the energy blow is ready for usage, the icon in the center of the circle is glowing, if the level of energy is insufficient for this attack, the icon is dim. There is no icon at all if the selected energy blow is unavailable.

The upper bar represents your health, the lower one shows approximate level of bullets in your cartridge (there is also ammo counter below it, near the icon of the selected weapon).
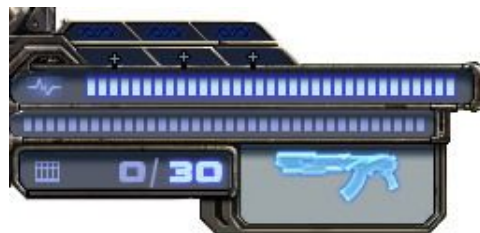
Above the health bar there are medkit slots, and above these are DNA slots. Glowing icons represent availability of the item.

Events and calls indicator

In the lower right corner of your screen there is a small area dedicated to registering of incoming calls and events.

Different icons will inform you about new items in your possession, opportunities to call someone or any new information you've collected (the icons light up when the corresponding item is available). Below the icon field there is an indicator of incoming calls, which will blink red whenever you have an incoming call.

All information is logged into the event registration field, which opens up the moment you've found new info.

Leave the meeting place and escape the trap
AK Zveroboy rounds
Zveroboy
Arsenal updated
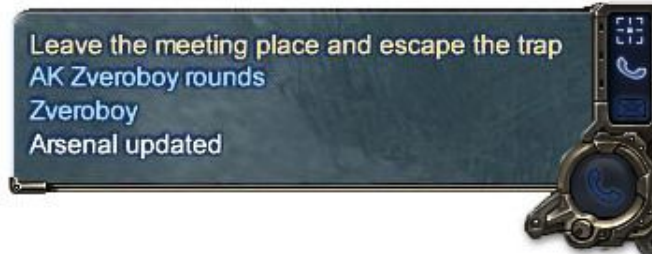
In-game interfaces

In-game menu

The in-game menu is accessible by pressing Esc key on keyboard, or Back button on gamepad. You can choose to continue your game, enter resource menu, load last check-point or exit to main menu from it.

Hints

The in-game hints menu is there to help accommodate players to the gameplay. The hint boxes appear automatically in some sections of the game. To close a hint box, press Enter os Esc key on keyboard, or click the OK button with your mouse.

Hints can be turned off through Main menu – Settings – Game – Hints.

FULL REGENERATOR

Completely restores health.
Can be carried and used when necessary.
F - use full regenerator

OK

Information menu

The information menu consists of 3 parts and can be accessed at any moment by the press of Enter key on keyboard, or Start key on gamepad (this can be changed in the controls menu)

You can switch between the three sections using mouse or pressing Tab key (or LB and RB on gamepad).

This menu holds various information about your skills, weapons, current mission, logs all the conversations and other useful information the player happens to find throughout the game (information that hasn't been viewed yet is written in white).

Arsenal
This section is devoted to the weapons, attacks and special skills of the pmain hero, and contains instructions on how to use or activate them.

Mission

This section holds information on your current objectives and the main objective of the level.

Information

This section contains various story information, accumulated through the course of the game. Also, information on achieved goals, watched cuscenes and taken calls is stored there as well. You can make a call from this section, choosing one of the questions in the Call subsection.

Call menu

During your gameplay you will be able to obtain additional information via telephone calls. You can accept incoming calls, as well as make your own. You are notified of an incoming call first by a blinking icon on your HUD, then by the Call menu, which opens up to show you who is calling and let you listen to him or her.

You can choose to skip a call by pressing Esc key on your keyboard or Back on your game-pad. You will then be presented with a full log of the call. This log will also show up at the end of every conversation.

What kind of place are the abandoned labs?

HELEN:
Helen here.

RODAN:
I just got out of some abandoned labs. What is this place?

HELEN:
Before the quarantine was announced, it was the place where all the research was conducted, headed by professor Zinovsky. They worked on the so called keys there, based on terra energy that was discovered after the flash.

RODAN:
Terra energy?

HELEN:
Yes. You can find clots of it scattered around the Dump.

CLOSE

To close Call menu, click "Close" tab or press Esc on your keyboard (Back on a gamepad). Info on all your calls is stored in the in-game menu, "Calls" subsection of "Information" section.

An icon will flash in the bottom right corner of your HUD whenever you can make a call (see "Heads-up display" section for more details).

To make a call, open up Information menu, select Information section, Make a call subsection. Then click on a question written in white (which means that the question is new). You can also see all the previously made calls in this menu.

Main character: Rodan

Rodan is the hero of the game. He is the last of Lords. Life in the Dump has taught him not only swordsmanship and firearm mastery, but also to make quick decisions, have strong will and stern character. He doesn't know yet, that he is just a pawn in a big game where spiritual values can easily be sold and a man's life costs nothing...

… But life is quite unpredictable. Sometimes a pawn can decide the outcome of the whole game…

Equipment: a hi-tech suit. An enhanced biomechanical arm with instant sword drawing mechanism and a capability to use energy upgrades. Rodan wears a backpack on his back, a PDA and energy container on his belt.

Melee weapons

Melee weapons are used in close-quarters combat.

Sword: Lone wolf

Lone Wolf is a unique segmental blade. It can change its shape according to the needs of its wielder, turning into a whip, twin blades, or a massive two-hander. Combined with a biomechanical arm, the blade can be instantly drawn in critical situations.

Combos

Rodan's sword is a powerful close combat weapon. Its basic hits deal more damage than shots from energy pistols. Basic hits can be streaked to form combos and super combos.

You can change perform different strikes using movement keys and pausing a bit in-between hits. A more detailed explanation of combo performing is available in Information menu, Weapons section.

Here are all the combos you can perform. Not all of them are available from the get-go.

Basic attacks

Basic attack strings are performed by attacking while holding one of the movement keys, for example:

W(Hold)>LMB>LMB>LMB>LMB>LMB

Combo: Bloody Raid

Base standing combo. A series of five consecutive slashes directed in front of the character. The combo is concluded by a single powerful blow.

To perform:
LMB>LMB>LMB>LMB>LMB

Combo: Punishment Ray

A base forward combo. A series of jabs towards the enemy.

To perform:
W(Hold)>LMB>LMB>LMB>LMB>LMB

Combo: Death Mill

Base right combo. A series of five hits, starting with a right-left slash and finishing with a powerful crosscut blow.

To perform:
D(Hold)>LMB>LMB>LMB>LMB>LMB

Combo: Dragon Claws

Base left combo. A series of five slashes, starting with a slash from the left, finishing with a powerful 360 degrees spinning slash.

To perform:
A(Hold)>LMB>LMB>LMB>LMB>LMB

Combo: Benediction

Base backwards combo. Consists of five defensive side hits and a finisher.

To perform:
S(Hold)>LMB>LMB>LMB>LMB>LMB

Super combos

Super combos are executed in the same way, but you need to time a slight pause after the second hit. The right moment to make a pause will be indicated for you:

Super combo: Bloody wind

A standing super combo. The most balanced combination. Effective against almost every enemy in the game. Fast and powerful. Requires some timing when used against agile enemies.

To perform:
LMB>LMB(Pause)>LMB>LMB>LMB

Super combo: Death zone

Super combo forward. Heavy two-handed sword, the most powerful, but the slowest combo of all. Good against slow enemies, will require a good degree of finesse against others. In-effective against agile foes.

To perform:
W(Hold)>LMB>LMB(Pause)>LMB>LMB>LMB

Super combo: Crisscross

Right super combo. Uses twin blades. A series of extremely fast directed cuts. Is good for its hogh speed. Effective against agile foes, but attack damage is not very high..

To perform:
D(Hold)>LMB>LMB(Pause)>LMB>LMB>LMB

Super combo: Dragon Tail

Left super combo. The sword is transformed into the whip. A very long and powerful combo with more than 15 devastating strikes.

To perform:
A(Hold)>LMB>LMB(Pause)>LMB>LMB>LMB

Skills

Skill: Attack roll

Attack rolls. Allow you to dodge hits and damage enemies at the same time..

To perform:
D(Hold)>(Jump)>LMB
A(Hold)>(Jump)>LMB

Skill: Throw

You can effectively disarm your opponent with a throw.

To perform:
E (near an enemy)

Skill: Finisher

You can finish downed enemies.

To perform:
E (near a downed enemy)

Firearms

Firearms are used mainly in mid- to long-range combat. Rodan can have two firearms at the same time: one light (pistol, submachinegun) and one medium (assault rifle, shotgun, sniper rifle).

Rodan also can pick up and use heavy weapons, but you can't take them with you.

Pistol: "Hornet"

An energy weapon. Its low damage is compensated by almost inexhaustible ammunition - latest technologies allow for creating plasma rounds using generic uranium batteries.

This gun has become a standard-issue weapon of law enforcing authorities in many countries.

Submachinegun: "Dragonfly"

This energy submachine gun has a very high bullet spreading factor, which makes it very hard to use at medium and long distances. Making up for it is outstanding rate of fire, which makes this gun the most effective sub-caliber weapon for close-quarters shootouts.

Assault rifle: AK "Zveroboy"

A modified version of Kalashnikov assault rifle, also known in the Dump as Zveroboy. A well-balanced weapon. The main highlights of this old model are high rate of fire, capacious magazine and decent firepower. It has been scrapped in favour of a more current Grom assault rifle, but its reliability and availability have won it high popularity among the Dump inhabitants.

Shotgun: "Dublon"

A powerful smoothbore shotgun which uses M-12 shells. The lack of an equalizing mechanism makes recoil and firing precision a big problem, but with its tremendous firepower it can tear apart anything shot at short range.

Can fire from both barrels at once.

Shotgun: "Void"

A Volodin-Dogilev automatic shotgun customized for M-12 ammunition. A very balanced weapon with a capacious magazine.

It is most effective when used at short distances.

Assault rifle: "Thunder"

An automatic assault rifle designed for a diverse range of combat situations. Its light weight and ease of use make it extremely ergonomic. The barrel of the rifle is made from a special alloy to prevent deformation under even the most severe temperature conditions, which ensures good burst-fire accuracy.

It is a standard equipment for armies in many countries.

Rifle: "Mokha"

This sniper rifle is a great tool for long-distance firing, thanks to its high accuracy and firepower. A state-of-the-art optical targeting system ensures maximum aiming precision, whereas smooth-fire mechanism and recoil dampener allow for easy shooting on-the-go.

PRL: "Plasma"

Plasma Rocket Launcher, or "Plasma" for short. This mobile plasma cannon has a very high damage and blast radius, making it extremely useful for taking down groups of armored enemies, but also threatening the user. Its blast area sensors provide means of effective planning of shots.

Machinegun: "Destroyer"

A large-caliber machinegun with high firepower. It can hold a lot of bullets, has air-cooling system, which allows for prolonged burst shooting over long distances, and a vacuum recoil dampener.

Artifact

This unique sample has been constructed using the latest developments in terra energy research. It is considered to be very powerful and coveted by many.

Special abilities

Rodan's special abilities are called "Energy blows", and allow him to to use concentrated energy bursts to harm his enemies and more.

Vacuum

This energy blow creates a powerful antigravity field which pushes enemies away. Can be upgraded to deal more damage.

Crack

Fracture sends foward a directed energy wave which significantly damages your enemies.

Time Warp

Time warp allows you to manipulate time, slowing it down almost to a full stop. Your character remains in the standard flow of time, and everything that he touches will be brought to life again.
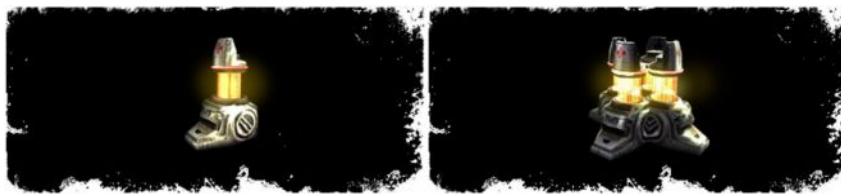
Phantom

This move creates a copy of your character, which will act on its own for some time. Your character is invisible to your enemies during this. Later the amount of time you can sustain your Phantom will increase.

Objects

Rodan can pick up and use some items.

Medkits

Minor regenerators restore a small amount of Rodan's health.

Immunity to firearms helps decrease the damage received from enemies.

Full regenerator is capable of completely restoring health.

Can be carried and used when necessary.

DNA elements

One of the most valuable items in the Dump. Completely restores health. Collect three of them to permanently increase your maximum health.

Characters

Plot characters

Zinovsky

Few have seen him, but everybody in the Dump knows his name.

He is the head researcher of the Hole, a man who established the research complex around the anomaly. Everything in the Dump is more or less under his command.

The only force he had to recon with were Lords, and it didn't take him long to realize that controlling Lords he can be the absolute master of the Dump…

Helen

Beautiful and intelligent, Helen is Zinovsky's right hand.
Despite her young age she has two degrees and is fluent in four languages.
Formally Zinovsky's advisor, her authority stretches far beyond her position…

Holeman

Holeman is an old friend of Rodan. His anti-gravity gloves, used to lift and move heavy objects, make him a very capable fighter. He uses small metal spheres interconnected by a thin sharp string as his weapon, slashing and cutting his opponents. Maybe, that's the reason why people call him Holeman, or maybe it is the fact that a long time ago he was shot in the head, and now he always wears a metal plate and a headband to cover his scar.
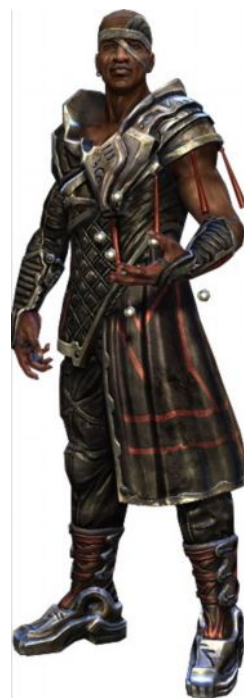
Professor Gorin

Gorin is the only survivor of the tragic explosion at the research complex. Solitude, confinement and a constant fight for survival have left a mark on his sanity. But he still is an intelligent man and knows a lot about Zinovsky plans, Rodan's past and the true purpose of the keys.

Yakir

Yakir is the man who does all the dirty work for Zinovsky. No one knows his real name. This man is skilled, silent, cold-blooded and highly effective. If something needs to be blown up or killed, he does his job without emotion and leaves no witnesses.

Greenman

He once was Iron Lords' right hand. After the death of his boss, Greenman took his place and tries to change the Dump to suit his needs. Eliminating his opposition, he managed to circle himself with the right people, but also made a lot of enemies…

This fat and clumsy man hates the Dump with all his soul. His craving for freedom led him to working for two sides, allying himself with the main figures in the Dump while feeding the information to the Mainland.

Mark

Mark is the leader of one of the most powerful clans of the Dump. A long time ago, even before the first aggression broke out and there were no Lords, Mark professed the idea of Eternal returning, which later become the basis of his clan's religious beliefs.

Enemies

Swordsmen

The mercenaries who managed to survive behind the Death Perimeter and adapt to its conditions. Being proficient in fighting techniques, each of them joined some clan and earned his living, as well as trust of his companions and clanlords. They obey the orders they've been given and know very well the meaning of the word "teamwork"

Elite soldiers

Elite squadrons consist of excellently-trained soldiers. They are skilled and ruthless warriors, accustomed to doing dirty work. Their hi-tech equipment provides them with significant edge over the enemy. Few can survive a fight with a team of these soldiers.

Mark's henchmen

People from Mark's clan are capable warriors. The clan accepts only the strong and the brave, and makes them even more so throughout the many training courses. The seasoned fighters of the clan are fearless people, willing to give their life for the clan. No one knows how Mark manages to make his people so effective and obedient. Even their appearance is menacing, with their pale skin and the white irises of their eyes. A lot of dark rumors circulate this society, but Marks' people kepp their mouths shut firmly. Somehow, they are even able to control Headclaws.

Mark's generals

Their light sturdy armor suits are custom-tailored to perfectly fit their strong bodies, and the helmets hide cold and calculating minds. Only the best of the best become generals in Mark's community. Their resolve is unbreakable and they don't fear death, as they don't believe in death defeating them.

The Sentinel

The Sentinel is an enormous beast of fearsome power. It can crush walls as if they were cardboard sheets and has armor impenetrable by even the strongest weapons. It's almost impossible to kill it.

It is called the Sentinel because it dwells near the center of the anomaly, as if protecting it. Only few could get away from this monstrosity.

Headclaws

The headclaws once were humans, it seems. The head of this monster is turned 180 degrees and has a massive pair of jaws on its back. They are quite slow and prefer to hide in dark corners and narrow places. Sometimes they walk in groups. When searching for food, these creatures attack humans and monsters indiscriminately.

Spiders

Spiders affected by the anomaly grew larger than their normal kin. They rarely come up, living mostly underground and building a nest covered with web. Their cocoons are of great size.

Worms

These giant wormlike creatures can build underground tunnels that stretch for many miles. If a living being gets into such tunnel, it is unlikely that its host will let it escape.

The worm itself is a giant and resilient creature which is hard to kill. ilt suddenly dashes out from the ground to attack its prey and quickly hides. Sporting a nimble body, sharp venomous claws and a big mouth, it is a fearsome creature to stand against.

Larva

These are the maggots of the worms. They are abundant in worms' nests and tunnels. Their great numbers and incredible rapacity ensures that anything that gets near their lair will be eaten to the bones in a matter of minutes. Having to eat to support their fast growth, they are in constant search for food, and in the absence of any will eat each other.

Spide

Spides are predators in full sense of the word. They hunt, and they do it masterfully. Their weapon is agility and surprise, coupled with sharp claws and ability to walk on walls and ceiling.

Keepers

Keepers are the most formidable monsters in the Dump. Their armored body is able to produce energy which they use to paralyze their prey. Keepers are very aggressive and always push on, forcing their enemies to always stay on their toes. It is very hard to defeat one of these creatures.

The final boss

At the end of the game you will face a powerful monster and will have to use all your knowledge and skills to defeat it.

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